

[Paintball jargon](#) has evolved to describe the unique nature of paintball and paintball equipment, as well as various tactics, phenomena, and people found in the game. Many of the terms are [neologisms](#), while others are borrowed from [gamer](#) and [military](#) culture.

Every paintball field has its own unique set of jargon for various obstacles, bunkers, and landmarks unique to the site. Prospective players should familiarize themselves with the local jargon used by other players beforehand.

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## [\[edit\]](#) General paintball terms

### [\[edit\]](#) A-B-C

- **AGG** - Being Agg, meaning a style when playing. How you look when you play, that is judged by other players in the sport. Popularized by Hostile Kids (HK) of Southern California.
- **Aztecs** - A barrier that has slanted sides and a flat top. Similar to the shape of Aztec pyramids.
- **[backman](#) (or, speedball bckman)** - A backman is a player who provides support fire for the rest of his team, suppressing the opponent as much as he can. He is often the one who is communicating the most, since he often has a better and larger view of the field.
- **Barrel Blocking Device (BBD)** - These may either be Barrel Plugs, Barrel Socks, or Barrel Condoms. The Barrel plug is simply inserted into the barrel to prevent paintballs from exiting in case of accidental fire. These are not entirely safe, however, due to the fact that subsequent shots will eventually dislodge the plug. The latter two, which can withstand multiple paintballs, are much safer solutions

and generally take the form of small pouches kept over the front end of the barrel, by elastic cords looped around the paintball marker, thus catching any paintballs that may be accidentally fired.

- **blind fire** - To shoot your marker over or around cover without looking where you are aiming. Generally against the rules, as players could inadvertently hit somebody who is already out or a referee.
- **circuit board** - A circuit board which serves as the central electronic component of any electric paintball marker. The board contains or receives input from the trigger switch and controls actuation of the solenoid which commences a firing cycle. This board allows for a lighter and shorter trigger pull than most mechanical markers are capable of. Many stock and after market boards will also allow for different firing modes, such as ramping, rebound and fully automatic modes. If so equipped, the board will also interpret a signal from the eyes of a marker and control the firing cycles accordingly.
- **bounce**
  - - (1) - When a paintball makes contact with a player but does not break. Such paintballs usually 'bounce' off and do not count as an elimination.
  - - (2) - A term referring to a trigger set-up which causes more than one firing cycle to occur with only one pull of the trigger. This can be caused by electronic signals being misinterpreted by the board as more than one trigger pull, or by the trigger mechanically actuating the switch more than once. Excessive trigger bounce is banned by most sanctioning bodies, and during tournaments markers are repeatedly tested to ensure that bounce is not present, with players violating the bounce rules receiving penalties or disqualification.
- **BPS** - Acronym for Balls Per Second, which refers to a markers rate of fire.
- **break**
  - - (1) - The start of the game. It is usually signaled by the referees calling out "Go go go!", blowing a whistle or something similar. Getting **Shot off break** is a term used when a player is shot out right after the game starts, usually by an opponent **sweet spotting** their line of movement.
  - - (2) - A situation where a paintball breaks in the barrel of a marker. This is usually due to the paintball being defective or too old. Broken paint in the

barrel is considered by players to be very bad as the loose fluid can affect the accuracy of the following shots. <sup>[1]</sup>

- **bunker** (n) - An obstacle on the field of play used to block opposing players' view and field of fire. "Bunkering" is a term describing the elimination of a player hiding behind a bunker. This is usually achieved when the player behind the bunker is trapped by opposing fire, distracted by other players, or preoccupied with firing from one side. This allows an opposing player to run up to the player's bunker and eliminate the player by shooting directly over the bunker or around the side, usually catching the player by surprise in the process.
- **bunker hugging** - Keeping the barrel of a marker pressed against the side of a bunker to create the smallest possible profile while still allowing the player to shoot. Works best with longer barrels (usually 16"). Most professional players back off the bunker to limit their exposure by decreasing the time it takes to pop out.
- **bunker tag** - When one player runs up to a player hidden behind a bunker and tags the bunker. This results in the player who is behind the bunker being called out. This rule is rarely used, and never at the tournament level.
- **can** - A paintball bunker which is tall and cylindrical in shape. Also known as a "stand-up", "Beer Can", "Tower", and more.
- **car wash** - A paintball bunker that has a rectangular shaped bottom and a curved top.
- **cheater board** - A term used to refer to altered or specifically programmed marker electronics which allow **ramping**. This was a common name for ramping software when ramping first came onto the paintball scene- roughly in 2001-2002. Ramping is not always considered cheating, and some tournaments allow ramping, such as the PSP, NXL and CFOA.
- **chop** - When a paintball is broken inside of a marker, usually by the bolt. This is more common in inexpensive markers without Anti-chop systems.
- **clustering** - When a team clutters together to form a group of players. They mostly travel quickly and easily while players lay down cover fire while the others move from cover to cover. This technique is rarely used in speedball if ever and is only recommended if your team has **retreated** and are regrouping for a frontal or flanking assault against the opposing team. Although quite effective, this can lead to easy shots from opponents since the whole team is attacking from one area.
- **condom** - Also referred to as the **barrel condom**, barrel bag, barrel sock, or a barrel cover, it is the safety device that slides over the front of the barrel to

prevent anyone from being shot by mistake if a player were to accidentally discharge their marker while outside a playing field.

- **cover fire** - Occurs when a player is going to move to another area while enemy sentries are in the area. The player will likely call out, "Cover me", or "Cover Fire". This announces that the other teammates need to use suppressive fire while the player moves to the next area, causing a distraction or creating suppressing fire upon the opposing players.

## [\[edit\]](#) D-E-F

- **darting** - When a player quickly runs from obstacle to obstacle while under fire by opponents, often dodging hostile fire in the process.
- **dead box** - A selected or specified area on or off the field, where players go once they are eliminated.
- **dead man walking** - When a player pretends to be eliminated, however they do not verbally confirm it, and while walking to the sidelines, proceeds to shoot players on the other team. Viewed as dishonorable by most players and illegal in almost all tournaments. <sup>[2]</sup>
- **dorito** - A paintball bunker shaped like a pyramid. So-named because its shape is reminiscent of Doritos brand tortilla chips.
- **drift** - When a speedball or tourney player does a long slide on the ground to get to a bunker.
- **eating (the) paint** - When a player is shot in the mouthpiece of his mask, sending paint all over the lower half of his face.
- **eye/eyes/ACE (Anti-Chop Eye)/vision (n)** - A detection system installed on electronic markers. There are three types; vision, reflective and laser eyes. Break beam incorporates an infrared or laser beam fired across the breech to a sensor. When a ball enters the breech of the marker, it blocks the path of the eyes just like if you were to put your hand in front of your eye, telling the marker that a ball is in the breech and ready to be fired. Reflective sends an infrared beam across the breech from one eye. If a ball enters the breech, the infrared beam will be reflected back into the eye, indicating that a ball is ready to be fired.
- **firing blind** - When a player fires at another player they know is there by lining up the other player with an object over them, then moving so the other player can't see them, and shooting at them using the object as a reference.
- **flank** - A strategy used in both speedball and woodsball where usually one or two people provide cover fire while other team members move around the sides. Since

the opposing force is preoccupied with the people providing cover fire they are usually unaware of the force coming around the side (or even the back side).

- **fogged** - Term describing the state of goggles after moisture condenses on the lens and decreases the player's visibility.
- **front man** - Player who is the first line of offense. These players need to work their way to the front line to take hold of key positions on the field, and/or to pull the flag. Front players rarely go through a round without being eliminated.

## [\[edit\]](#) G-H

- **ghost** - A player who continues to play after being tagged out, but keeps an extremely low profile, often playing in non-populated portions of the same field, or hanging around the back or sides. Also used as a woodsball term to be a more "politically correct" version of the sniper. - Can also refer to a referee or other official that follows an individual or group of players through the field. Most likely a woodsball field or large scenario. Referees that ghost players are generally looked down upon as it can easily give away positions or let the opposing team know that there are most likely other players in the area.
- **gogged** - An expression describing the state of being hit directly in the mask by another player.
- **grilled** - Getting shot in the lower part of one's goggles, as if they were hit in the "grill" or mouth.
- **groupie** - Someone who hangs out or goes to games with a person or team that paintballs but does not actually participate. An avid fan.
- **gun whore** - An individual who collects more paintball markers than he or she uses. He/she usually buys very expensive guns, sometimes trading it for another almost immediately after receiving it.
- **guppy** - Slang for the large tubes used to carry additional paintballs on the field. The industry refers to them officially as **pods**. Usually holds 50-160 paintballs.
- **hammer** (1) - When one player pounds a bunker with paintballs so a teammate can sneak up and eliminate the other player. Also refers to the component in a paintball marker that strikes the valve to open it and release gas into the barrel.
- **hammer** (2) - Refers to the SpecOps label for the position of Mobile Heavy Gunner

- **headcheck** - A term used to describe the tactic of giving a quick look out from protection to get a better idea of the opponent's position just before shooting. Used often in tournament play seconds before a **snap shot**.
- **hell hole** - A term often used when there is three or less players in one bunker or two that are within a close distance of each other; while being surrounded by opposing players.
- **hopper** - Term describing the magazine for the paintball marker. They are usually mounted at the top of most markers. Sizes vary, but the average capacity is about 200 rounds. While some designs utilize a hopper that feeds balls to the gun via gravity placing it directly above the bolt, other designs use a hopper attached to the side of the marker that uses a pneumatic system to feed them into the breech of the marker. Other hopper designs are offset to the right or left, or more recently, set forward and below the barrel. Many popular hoppers are "force feed" hoppers, in which motorized paddles inside the hopper actively push paintballs into the marker. <sup>[3]</sup>
- **hosier** - A player who shoots excessive amounts of paint, usually causing the bunker he was shooting at to become drenched with paint.
- **hot** (1) - 'Firing Hot' or a 'Hot Gun' refers to a paintball marker that is firing at a velocity above the limit imposed by the field. Most outdoor fields specify between 280 to 300 ft/s (85 to 90 m/s) ball speed. Some indoor arenas limit the speed to 250 ft/s (75 m/s) to reduce potential injuries. Firing over 300 ft/s (90 m/s) is almost always considered cheating and is very dangerous.
- **Hot** (2) A term used when an opponent has occupied a bunker: "50 is hot!" 'Hot' also refers to a bunker that is receiving heavy enemy fire ("The dorito is hot").
- **Now you know how your girlfriend feels** (1) - What you say to the guy who you just shot in the facemask with white paint.

## [\[edit\]](#) I-J-K-L

- **insert** (1) - Like a mid field player, an insert is able to work their way around the field, supporting front players, and taking orders from back players. Inserts need to listen to not only their backers, but also their front men to gain insight as to where players are on the field to shoot out.
- **insert** (2) - A bore-sizing piece of aluminum or stainless steel in the shape of a tube that is inserted into a barrel to match the inner bore to the size of paintball used.
- **kamikaze** - A player who plays with little regard to being hit for the sole purpose of tagging other players out. An example is a player who proceeds to sprint down the field, shooting aimlessly at the opposition hoping to get a hit, while taking no cover. Also known as **running the gauntlet**.

- **Kentucky Left Hand (KLH)** - Shooting out a bunker on a players off side while holding the marker as if they were shooting out of the right side. It is a stereotype. Generally frowned upon.
- [lace/laced](#) - Expression used when a player is shot with a rope of paintballs.
- **lane** - An imaginary line between bunkers that represents an unobstructed path between them. Used in the context of suppressive fire, where a "shooting lane" describes a clear shooting pathway from one bunker to another. The action of laning, is described as shooting a constant stream of paintballs in an attempt to cut off movement to a specific bunker by forcing the opposing team to run through the lane.
- [leap frog](#) - A tactic used to eliminate/engage the enemy and at the same time move up to an objective and/or position, in which one man covers another until the point-man reaches another area; A tactic similar to \***Chop a Snake**
- **lit up** - To be shot excessively or in an embarrassing manner.
- **loader** - See **Hopper**. <sup>[4]</sup>

## [\[edit\]](#) M-N-O

- **marker** - See [Paintball marker](#).
- **mirror** - An opponent in the same bunker as you, on the other side of the field.
- **mill, milled, milling** - Making physical alterations to the marker consisting of an automated mill removing portions of metal to give a new look.
- **mod/mods** - Short for "Modifications" of a marker or equipment
- **mowed down** - An expression connoting overwhelming victory. It is often used to describe someone who has been marked several times.
- **mowin' faces** - Slang referring to when a player is doing particularly well in a paintball game.
- **mug shot** - Shooting someone in their goggles.
- [noob](#), [newb](#) - A new player(Jimmy). Can also be an experienced player who exhibits characteristics of a new player. Sometimes derogatory. Generally speaking, noob is used in the negative sense, and newb is positive/neutral. <sup>[5]</sup>
- **"OG"** - short for "original Gangster" usually referring to a piece of clothing or a person who has been in paintball since the beginning or the early years.

- **[old school](#)** - Can refer to a marker, equipment or a play style. Usually refers to a marker made many many years ago, generally pre-1997. Is often used incorrectly on markers less than 3 years old.
- **overshoot** - To tag excessive hits on a player, beyond what would be needed to eliminate them. Same as 'Starred', 'bonus ball' and 'overkill.'

## [\[edit\]](#) **P-R-S**

- **painting** - Short for "Going paintballing"
- **paint check** - When an official or another player inspects a player for hits. Necessary because hits on hard equipment may not be noticed by the player, and hits that do not leave a mark do not count, so a player may need another person to check to see if a hit broke when it is on an area of the body the player cannot readily see. <sup>[6]</sup>
- **paint** - Term used in place of "paintballs". Compare "I used a lot of paintballs today" with "I used a lot of paint today".
- **pairing** - When two people on the same team are designated as partners and made responsible for each other. This pair may have a set of objectives or duties and are mostly effective during woodsball where players can move around without getting detected. Often, a new player and a skilled veteran will be paired so that the newbie can learn the basics during play.
- **pants** - Meant to replace Agg, meaning "cool" or "original" or "awesome".
- **pawn** - A player who is 'used' by the rest of the team in situations where his/her value is insignificant in that particular game. An example would be a newer player who is 'sacrificed' by being sent to the most dangerous parts of the field.
- **pinch** - A term used to describe when a player puts their opponent into a position on the field, where he/she cannot move without getting shot.
- **playing on** - Describes situations where a player will continue to act as a live player after he/she is hit. Also describes the action of a player after he/she cheats by wiping a hit off.
- **pod** - A tube-shaped device that carries extra paintballs while on the field. Most can hold more than 100 (generally 140) paintballs to fill an empty **hopper** during a game and are used heavily in tournament games. <sup>[7]</sup>
- **pod stealing** - The act of taking a pod left on the field of play by another player. Generally considered legal by most players, but is frowned upon by others because of the fact that pods cost money. The majority of players however,



condone taking pods if left on fields at the end of the day (this can be compared to taking lost golf balls at a golf course).

- **private label** - Abbreviated PL or P/L, refers to special or team editions of markers, distinguished by special upgrades, parts, and milling.
- **point blank** - When one player has another trapped from a certain amount of yards usually twenty, where the attacker yells "point blank" and the defender can either hold his gun up over his head and surrender or can try to get away and fire, usually done from behind
- **pwn** - A shortening of "player owned", borrowed from gaming culture. To tag a player in a manner that is often noticed by a majority of other players. To get 'owned' can refer to this, but to many other players it can also be being tagged in an obvious place in a humorous manner.
- **ramping** (v) - A feature enabled in many after market electronic marker 'mod boards' that functions as de-facto full-auto; while in ramping mode, pulling the trigger faster than a preset lower limit (typically 5 or more times a second) causes the marker to "ramp" to its maximum preset rate of fire, which can exceed 20 balls per second, or to fire as quickly as the hopper can supply balls to the breech. Many "ramp boards" also incorporate elaborate schemes to conceal this feature from tournament referees, including a simple "Panic button." This panic mode is found mainly on cheating boards. The "Panic button" is a trigger press sequence to turn ramping off before a marker can be confiscated and tested, and randomized rate of fire to mask the fact that the trigger activity does not match the actual firing of paintballs. In response to the popularity of ramping (and the difficulty of catching violators), some organizations have abandoned a strict semi-auto-only policy and adopted a 15 ball-per-second cap in its place. This allows referees with PACT timers to monitor rate of fire during games. <sup>[8]</sup>
- **ref** - Short for [referee](#).
- **remote** - A coiled or braided steel hose connecting the marker to the air source. Allows the player carry the air source on his /her harness rather than directly on the marker, thus reducing the weight of the marker.
- **renegade** - A title given to a player who is the final player standing on one team while still fighting a significant number of opposing players.
- **rippmann** - Anything that's not a [Tippmann](#). Coined by amateur players in [Tennessee](#).
- **rollie** - A can bunker placed horizontally on the ground.

- **rolling your gun** - When a player gets his/her gun firing at a decent rate of fire and keeps it going.
- **roping paint** - When a player, usually a back player, shoots a nonstop stream of paint down a **lane**.
- **run through** - A strategy whereby a player runs down the field and tries to bunker other players before getting eliminated. The player is often eliminated at the end of his run but will have taken out several opponents if the run was successful.
- **right thirty** - a bunker that is 30 degrees ahead of back right.
- **right fifty** - a bunker that is 50 degrees ahead of back right.
- **serving tea** - when a player shoots out of a bunker on their offhand side (usually the left side) holding on to the marker with one hand under the ASA and one shooting. ex. A right handed player shoots out of the left side of the bunker with their left hand under the ASA and their right hand shooting and the tank on their left shoulder. It looks like they could be serving tea. This is a rare form...
- **shake n' bake hopper** - Another term for a gravity feed hopper. A Shake N' Bake hopper gets its name because often the hopper must be shaken to move the balls in the hopper and continue the feed. This occurs because the balls in the hopper may accumulate to one side of the hopper and prevent a constant feed of balls into the marker.
- **snake (n)** - a paintball bunker that usually has a long narrow bunker laying "north to south" and then a shorter more taller bunker laying between 2(two) of the longer bunkers. The shorter bunker is also perpendicular to the longer bunkers.
- **snap battle** - Term describing the two players who are trying to snap shoot each other.
- **snap shooting** - An essential tournament paintball skill. A player will "snap" out of his bunker very quickly (less than a second) and shoot a few paintballs at an opponent and duck back in, avoiding the paint that is inevitably coming at him. [\[9\]](#)
- **soger** - a player of extreme talent who causes fear in other players, mostly due to extremely aggressive play.
- **Spray** - (also referred to as "Splatter") Refers to paint spraying onto something. Often occurs when a paintball hits a bunker but the paint continues to travel onto a player or a player's equipment. Not considered a hit.

- **spray and pray** - When a player shoots rapidly at a person hoping to hit them. This is a strategy often used by new players.
- **stitched** - A term used when a player gets a line of welts (hits), commonly, on the back. Usually only occurs during a **bunker** move.
- **stock class** - A style of paintball play in which pump guns meeting stock-class requirements are the only type of gun allowed. Some of the regulations include using 12 gram CO2 cartridges without a check valve, limited capacity for paintballs in the loader (often horizontal feed), manual re-cocking action after each shot, and more. See also, [stock-class](#) or [Stock paintball](#).
- **streetball** - A term used to describe paintball played by those who do it simply for the love of the sport. It refers to those who go out every weekend to play with friends and have a good time, regardless of their skill level or status.
- **string** - Describes the stream of paintballs that result when a player shoots a lot of paintballs in a short amount of time. See also **Roping Paint**.
- **Superman dive** -The head first dive made by a paintballer, usually to make it to a bunker faster.
- **surrender** - This is yelled by the shooter if she/he holds an upper hand on an opponent within a close range; this is done to give the enemy a chance to surrender without being shot. This rule is widely used amongst many new players and paintball parks. Much like barrel tagging, however, it is not always allowed. Just remember one thing: you may ask someone to surrender, but that doesn't mean they will. Some may turn to fire and some may run and lead you on a wild goose chase through the woods.
- **surrender (2)** -A game type in which players play where they can be hit more than one time and call themselves out when they can either no longer see because they were hit in the mask or cannot take the pain anymore
- **sweet spotting** - A strategy commonly used in tournament paintball, where a player shoots a **string** of paint into an open area or a **lane** (usually in the start of the game), with the hope that an opponent moving to a bunker will run into the line of fire and be eliminated. The effect of this tactic is to prevent an opposing player from moving to a bunker that he or she wants. Also a term used for players who have a response trigger for their [tippmann](#) who can make their gun virtually automatic by finding the exact pressure or "sweet spot" (hence the name) to apply to the trigger.

[\[edit\]](#) **T-U-V-W**

- **tank** - Containers that hold the gas that powers paintball markers. In most cases the tank is screwed directly into the marker. However, some players use a coiled hose that allows them to carry the tank on another part of their body, thus removing extra weight from the marker (see **Remote**). [\[10\]](#)
- **tape** - the sides of the field running from one team's side to the other.
- **tape mn** - Player who lanes (shoots) the tape side(s) of a field.
- **Timmy** - Slang for a Bob Long Intimidator marker.
- **Tippy** - Slang for any Tippmann marker, generally a 98 Custom or A5 model marker. Other models include the X7, C3, and the Triumph models.
- **tourney play** - Competition at the tournament level.
- **tricked out** - A term used to describe a marker with numerous upgrades and enhancements.
- **throwin' ropes** - Firing your marker at high rate of speeds. See [Laning](#)
- **thumping** - The act of slamming the cocking rod/knob of your marker at just the right moment resulting in one really high velocity shot. Generally can only be done on a WGP Sniper/Autococker with the beavertail removed
- **ups** - Short for "upgrades," same as "tricked out" or "mods" (modifications).
- **vitals** - A game where only hits to the mask, back or chest count as eliminations. Hits to the legs, arms or shoulders do not count. Commonly played in Woodsball. Last player to remain without being hit, wins.
- **VitalsGear** - Team game shirts that show the outline of human vital organs printed as targets and team tournament shirts with the vital organs hidden into the fabric with vital hits exposed and defined when activated by a spray of water to the PhantomFabric of the shirt.
- **walking a trigger** - Describes the act of using two (sometimes three) fingers to sequentially pull/tap a marker's trigger, allowing for a higher rate of fire than would be possible by using a single finger to pull the trigger. The rate of fire achieved is around 0-35 balls per second, depending on the player's speed, their marker, and hopper.
- **walk-On** - Either a game that is assembled from casual non-affiliated players, or one such player. Walk-on paintballers are well known for their highly individualistic play and generally poor ability to work with organized, coordinated teams.

- **wiping** - Refers to the illegal act of cleaning off a hit so that the player can avoid elimination. This is viewed as highly dishonorable and cheating in its highest form, and if caught the player can face a severe penalty. [\[11\]](#)
- **wrapping around** - When a player wraps around the side of his/her bunker to get a clean view/shot of different angles on the field. Often causes the player to expose him/herself to opposing players.

## [\[edit\]](#) Scenario terms

[Scenario](#) games] have their own set of terms in addition to the standard paintball jargon above:

- **APV** - Acronym for Armored Paintball vehicle, also called a tank. These include both land, and in some case, water vehicles. A typical APV is equipped with a LAW launcher or handheld or mounted paintball markers. Typically, they are enclosed to protect the operators, and can only be eliminated by a direct hit from another LAW rocket. Due to the nature of being built custom made, a plethora of tank designs can be seen across the scenario world. Also see "PAV".
- **armband tape** - Used to identify what team a player is on. Tape is literally colored duct tape. Typical armband team colors are generally blue and red. Other colors such as brown, yellow, white, black, etc. can be used to designate special job positions, such as demolitions, engineer, medic, pilot, etc.
- **BBD** - Barrel Blocking Device. Another term for a barrel sock, barrel cover, or a barrel condom, although this term can be used in a more general sense to describe any device that catches the paintball when a marker is accidentally fired off the field.
- **battle royale**- A free-for-all game, usually with a time limit, where players get points for eliminating other players and for staying alive. Each player wears a colored piece of material which they give to the player who eliminates them. The standard point allocation is 1 point for staying alive, 1 point for each player shot if eliminated by the end of competition, and 3 points for each player shot if not eliminated by the end of competition. The player with the most points wins.
- **CO** - Commanding Officer. See General.
- **demolitions** - Job position in which the player is allowed to use demolitions equipment such as satchel charges or LAWs.
- **engineer** - Job position which has the ability to repair destroyed structures.

- **general** - The General, or CO, is the leader of one of the two sides in the scenario. He is the one responsible for issuing missions and keeping his team's morale up. When he is not available, his XO takes over.
- **GSRP** - Acronym for General Scenario Rules of Play. These are the basic set of rules that many scenario games follow. Even if your scenario producer does not use the GSRP, it is still a good idea to know the basic rules.
- **hammer** - A term for paintball guns that have more than one barrel. They are usually capable of shooting over 30 balls per second consistently. The most common type is two Tippmann A5's connected together ("Double Trouble"). The original "hammer" is the Nasty Typhoon, manufactured by Palmer. The biggest one currently functioning is the Tippmann Triclops (Area 51 Paintball), and the biggest one ever made is the Hell Hound (Made by Tippmann, now at Hell survivors).
- **LAW launcher** - A device used to eliminate APVs, bunkers, or other enemy players. Typically constructed like a spud gun, they are used to fire LAW rockets or [sabot](#) rounds at the enemy. Because of the increased mass of the projectile, muzzle velocity is generally chronographed far lower, around 230-250 feet per second at the most.
- **LAW rocket** - Typically a Nerf foam pocket vortex football. They are two inches in diameter, and fit snugly into the barrel of a LAW rocket. In most games, after firing they are dead props until a ref re-issues them.
- **medic** - Job position which allows the player to "heal" other players by physically wiping the paint off of the other player. A common strategy is to "lure" medics out into the open by shooting one of his team mates who calls for him. Then the medic can be taken out as well. Medics can not heal themselves, and can only be healed by another medic.
- **mission** - Missions are what determine the winner of the scenario game. The producer will send the coded missions to the Generals, who must then assign a force to accomplish them. Having a ref sign off on the mission card completes the mission and awards the team points for it.
- **PAV** - Paintball Armored Vehicle. See APV for more information.
- **pilot** - Job position which allows the player to "pilot" a "helicopter" or other such transportation vehicle. These pilots can not be shot at, nor anyone else on the "helicopter", nor can the occupants of the helicopter shoot at any other players until they are dropped off.
- **prop** - Any object which the scenario producers have introduced into the field as a playable object for players in the scenario game.

- **producer** - The company or person responsible for organizing, running, and keeping the game safe. Some well known scenario producers include MXS, Viper paintball, Blackcat Paintball, and Wayne Dollack.
- **RTS** - Real Time Strategy. A newer scenario game concept being heavily pursued by scenario producers such as Viper Paintball or TAW Productions. The idea behind this setup eliminates the standard mission sequence and allows the two Generals to duke it out as they see fit by writing their own missions within a set of rules. Those rules may be 10 missions per hour, or three missions for every one mission from the producer, or even unlimited missions.
- **satchel charge** - A kind of prop that is placed under referee supervision for triggered elimination or demolition. These are typically a satchel on a lanyard and are an alternative to LAWs for vehicle elimination or destruction of enemy structures.
- **squad commander** - Also known as Unit commanders or just Commanders for short, they often receive mission info from the General and will form up a make shift squad or unit to help them go complete an objective. Their other jobs are to help organize different groups for different missions or, should the General not be available and neither is the XO (or there is no XO for the game) for any reason such as being sent to the rejuv center by normal or special ways (Example a person roleplaying a character getting bribed to walk on into the CP and place a Satchel charge there.) Then a Squad Commander will take things over at the CP until the General returns.
- **XO** - Executive Officer. Second in command to General. The job of the XO is to be the eyes and ears of the General.
- **OG** - Original Gangster. The founder of the paintball team. Usually the oldest and most respected member.
- **zombie**- The same as dead man walking.